

Player's Handbook v.3.5 Errata

Errata Rule: Primary Sources

When you find a disagreement between two D&D® rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees.

Another example of primary vs. secondary sources involves book and topic precedence. The *Player's Handbook*, for example, gives all the rules for playing the game, for playing PC races, and for using base class descriptions. If you find something on one of those topics from the *DUNGEON MASTER's Guide* or the *Monster Manual* that disagrees with the *Player's Handbook*, you should assume the *Player's Handbook* is the primary source. The *DUNGEON MASTER's Guide* is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The *Monster Manual* is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities. *Note: The most recent updates are shaded like this.*

Animal Companion

Player's Handbook, page 36

Contrary to the text, a druid's animal companion is not treated as a magical beast; it remains an animal. Trim the first paragraph of the sidebar so that it reads as follows:

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Wild Shape

Player's Handbook, page 37

Replace sentence 3 of this class feature with the following text:

This ability functions like the alternate form special ability (see the *Monster Manual*), except as noted here.

Add the following sentence to the end of paragraph 1: Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Add this new paragraph after the current paragraph 1: Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

A Thousand Faces

Player's Handbook, page 37

In the text of this class feature, replace "alter self (page 197)" with "disguise self (page 222)" and add two additional sentences:

This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

Special Mount

Player's Handbook, page 44

Text doesn't mention what level of spell this spell-like ability represents.

After the first sentence of the second paragraph, insert: This ability is the equivalent of a spell of a level equal to one-third the paladin's class level.

Rogue Proficiency

Player's Handbook, page 50

Add "sap" to the list of weapons with which a rogue is proficient.

Change text to read as follows:

. . . plus the hand crossbow, rapier, sap, shortbow, and short sword.

Listen

Player's Handbook, page 78

Under the "Listen DC Modifier" header, the last two numbers are wrong.

Change -1 to +1; change -5 to +5.

Run

Player's Handbook, page 99

How fast can you run in medium armor? Feat description contradicts PH pages 144 and 163.

Change the feat description as follows:

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you . . .

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and . . .

Overrun

Player's Handbook, page 148

It's not possible to overrun as part of a charge.

Delete "or as part of a charge" from this paragraph.

Soft Cover

Player's Handbook, page 151

Soft cover works against ranged attacks, not melee attacks.

In the first sentence of the paragraph, change “melee” to “ranged.”

Attacking on a Charge

Player's Handbook, page 155

It's not possible to overrun as part of a charge.

Delete text from the second paragraph so that it reads:

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Overrun

Player's Handbook, page 157

It's not possible to overrun as part of a charge.

Delete “or as part of a charge” from the first sentence of the first paragraph.

In the “Step 3” paragraph, delete the sentence that refers to making the overrun as part of a charge.

Animal Shapes

Player's Handbook, page 198

Replace the first sentence of the spell with the following text:

You transform up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. Use the alternate form special ability in the *Monster Manual* to determine each target's new abilities.

Baleful Polymorph

Player's Handbook, page 203

Replace the text of this spell with the following text.

You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- If the target has the shapechanger subtype, it retains that subtype.
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the *sleep* spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the subject remains in the new form for 24 consecutive hours, it must attempt a Will save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

Blasphemy

Player's Handbook, page 205

Range and area figures are inconsistent.

Change range from 30 ft. to 40 ft.

Chaos Hammer

Player's Handbook, page 208

The slowed effect is described differently here from what's said in the *slow* spell.

Delete the two sentences beginning with “A slowed creature.”

Insert the following text just before the end of the first sentence of this paragraph:

(see the *slow* spell)

Darkvision

Player's Handbook, page 216

Stat block contains two Saving Throw entries.

Delete “Saving Throw: None”

Area Dispel

Player's Handbook, page 223

The area affected by an area dispel use of *dispel magic* is given as a 20-ft.-radius burst in one place and a 30-ft.-radius in another.

In the middle column, about halfway down, change “30-foot radius” to “20-foot radius.”

Divine Favor

Player's Handbook, page 224

Changes to the spell's description are noted in **boldface** type:

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, **maximum +3**). The bonus doesn't apply to spell damage.

Glibness

Player's Handbook, page 236

In second paragraph of description, "divination" is incorrect because *zone of truth* (mentioned as an example of a divination) is not a divination spell.

Change the second paragraph to read as follows:

If a magical effect is used against you that would detect your lies . . . , the user of the effect must succeed on a caster level check Failure means the effect does not detect your lies or force you to speak only the truth.

Polymorph Any Object

Player's Handbook, page 263

Top right: *baleful polymorph* missing from spells whose effects can be duplicated by this spell. Also, *transmute water to dust* is mentioned but doesn't exist any more.

Insert "*baleful polymorph*" in front of "*polymorph*."

Change "*transmute water to dust*" to "*transmute metal to wood*."

Righteous Might

Player's Handbook, page 273

Changes to the spell's description are noted in **boldface** type:

This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction **3/evil** (if you normally channel positive energy) or damage reduction **3/good** (if you normally channel negative energy). At 12th level this damage reduction becomes **6/evil** or **6/good**, and at 15th level it becomes **9/evil** or **9/good** (the maximum).

Scrying

Player's Handbook, page 274

Descriptive text contradicts itself on whether the spell allows hearing as well as vision.

Change "If the save fails, you can see (but not hear)" to

"If the save fails, you can see and hear"

Shapechange

Player's Handbook, page 277

Second sentence of spell description is in error.

Change "more than twice your caster level in Hit Dice" to "more than your caster level in Hit Dice." Also, change "50" to "25"

Spell Turning

Player's Handbook, page 282

The example used in the spell description is incorrect, because it makes use of a touch-range spell (*inflict critical wounds*).

In the fourth paragraph of the spell description, change the text to read as follows: ". . . targeted by a *magic missile* spell heightened to 4th level, you would turn . . ."

Stone Shape

Player's Handbook, page 284

The level of *stone shape* as a Sor/Wiz spell is inconsistent here with where the spell is located on the Sor/Wiz spell list (p. 194).

The spell list is correct; here, change "Sor/Wiz 5" to "Sor/Wiz 4."

Transport via Plants

Player's Handbook, page 295

Transmutation school is incorrect.

Change "Transmutation" to "Conjuration (Teleportation)"

In Conclusion . . .

Wizards of the Coast supplies the preceding errata information in the hopes that it helps you better enjoy your DUNGEONS & DRAGONS® game. Errata in this file includes material that the Wizards of the Coast RPG R&D department and editors feel might affect your gameplay experience. It does not include minor, typographical errors—the sort of thing that might be fixed in a reprint but has no impact on your game. If you have questions about this errata information, or if you wish to submit potential game-affecting errata, please send a specific note (include in the subject line "Errata" followed by the book and page number, with the errata question in the body of the message) to custserv@wizards.com.